


12. Posters – "Solitude," Shenandoah National Park



Solitude

Discover the unconfined splendor of nature in Shenandoah's Federally Designated Wilderness Areas, which comprise approximately 40% of this national park. Experience lands that are protected from urbanization and mechanization, where humans visit, but do not remain. Wilderness areas provide the opportunity for truly "getting away" ...for some time *alone*.


The Wilderness Act, 1964 —————

"An area of wilderness is...without permanent improvements or human habitation, which is protected and managed so as to preserve its natural conditions and which has outstanding opportunities for solitude or a primitive and unconfined type of recreation..."

- Approximately 4% of U.S. land is Federally Designated Wilderness.
- Approximately 40% of Shenandoah National Park is Federally Designated Wilderness.

National Park Service
U.S. Department of the Interior

Shenandoah National Park





Untrammeled

As humans continue to develop the land and our planet grows ever more populous, untrammeled land becomes increasingly scarce. Shenandoah's Federally Designated Wilderness Areas have the highest level of protection from development. Here you will find natural surroundings, and *untrammeled* land... wild places await!

The Wilderness Act, 1964

"...In order to assure that an increasing population, accompanied by expanding settlement and growing mechanization, does not occupy and modify all areas within the United States... it is hereby declared to be the policy of the Congress to secure for the American people of present and future generations the benefits of an enduring resource of wilderness."

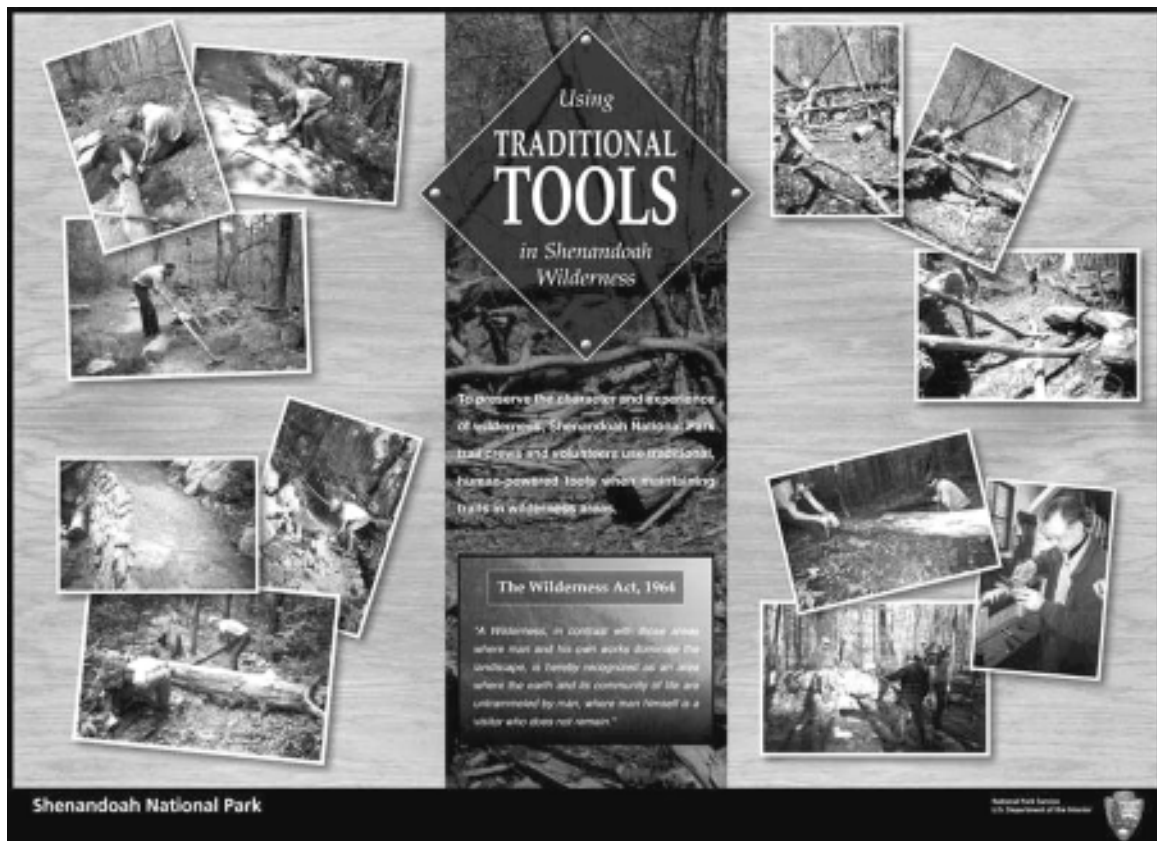
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12. Posters – “Using Traditional Tools in Shenandoah Wilderness,” Shenandoah National Park




13. Multimedia – “Journeys Into Wilderness Canyons,” Black Canyon of the Gunnison National Park and Curecanti National Recreation Area (www.nps.gov/blca/webvc/journey.htm)

Black Canyon/Curecanti

National Park Service
U.S. Department of the Interior



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Experience
Your America™

Distance Learning Program: Journeys to Wilderness Canyons

The "Journeys to Wilderness Canyons" program aired and webcast 4 half-hour videos for middle school students from around the globe. The program had subscribers from every state in the United States and several other countries. A total of 6.1 million watched and participated in the program every Wednesday in March, 2001. More than 24 million have participated so far, and the webcast portions will be available for the next three years. The shows featured Park Rangers from the Park and 10 Gunnison Middle School students exploring the ecosystem, geology and history of the area. The program also featured comparisons from around the world like Petra canyon in Jordan, the Three Gorges in China and even a canyon on Mars.

Journeys to Wilderness Canyons is a four-part learning experience designed to meet national science standards. Through inquiring and problem solving activities, students follow a journey through time to discover how these canyons have become such a powerful illustration of natural forces and human impact. The series will address (1) What is a wilderness canyon? (2) How have forces of nature shaped wilderness canyons? (3) What plants and animals live at Black Canyon? and (4) What are the human influences on wilderness canyons?

In the event you missed the initial broadcast, Journeys to Wilderness Canyons is available for download at:

<http://www.nps.gov/cgi-bin/intercept?>
<http://www.oneplaneteducation.com/canyons/curriculum.html>

The program is also available in Spanish.

The program was provided by the NPS, the Satellite Education Resource Consortium (SERC), One Planet Education Network (OPEN), KLVX-PBS Las Vegas, the Weather Channel, Southwest Parks and Monuments Association, the Dept of Education's Star Schools Program, University of Pennsylvania, Harvard University and the National Park Foundation.

Technology Integration: It Takes a Teacher to Click.

A Case Study of a Teacher Using *Journeys to Wilderness Canyons*, a SERC Star Schools Program

Introduction

State and national standards increasingly reflect the best practices/effective schools research that clearly links teaching and learning outcomes to the use of technology in classrooms. Teachers are using computer based projects to integrate core curriculums and to illustrate the relevance of academics to the real world – the world that now offers few careers to those who are not adept at accessing and utilizing information from electronic resources.



Many schools, including some that were initially wary of the technological revolution in education, now enjoy increased classroom productivity attributable to teaching techniques made possible by technology. Students become engaged in concept analysis and share their ideas while computers process information related to topics being studied. They see, experience, and experiment in ways that produce critical thinking and problem-solving skills rather than reams of memorized material. In cooperative learning groups, many students (especially females) who rarely participated in discussions in their traditional classrooms have become outspoken leaders during computer-based activities.

engage tudents and accelerate learning, teachers and administrators use software to plan, report, and communicate more effectively in less time. Even the daunting tasks of locating funding sources and preparing grant proposals to expand a school's technological capabilities are made easier by the wealth of information on the Internet. That information is limitless, easily accessible, and presented in mind-grabbing formats. It ignites the imaginations of students and spurs their creativity; it continuously renews teachers' enthusiasm as they see the boundaries of what they have to offer disappear, and they become energetic catalysts to create generations of life-long learners.

This case study shows how one teacher in one school discovered her first electronic field trip (*Journeys to Wilderness Canyons*) and established a team of colleagues to conduct a project that succeeded in fascinating fourth graders and attracting national attention.

As the hands-on, minds-on interactive qualities of computer projects, such as electronic (virtual) field trips,

